

W·I·L·L·O·W™

Reference Card

Amiga

Getting Started

You Need:

- An Amiga™ computer with at least 512K
- Single disk drive
- A color monitor or TV

A mouse or a joystick is optional.

Loading Instructions

1. If you are using a joystick, make sure that the mouse is plugged into Port 1 and the joystick is plugged into Port 2.
2. Turn on your monitor or TV and the computer. If necessary, insert Kickstart 1.2 into the disk drive.
3. When you are prompted for the Workbench disk, insert the WILLOW disk, label side up, into the disk drive.
4. The program will load automatically.

The Controls

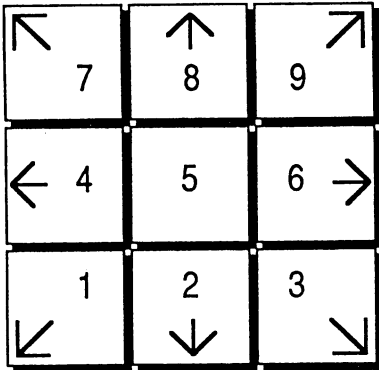
Willow can be played using any one of three control devices—mouse, joystick, or keyboard. A general description of each is given below. Detailed instructions for each game follow.

Mouse

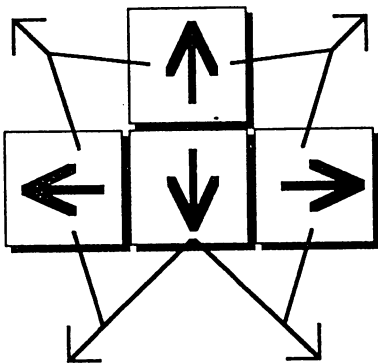
The mouse is normally used to drive a small, wand-shaped cursor around the screen. Selections are made by pointing to the choice and pressing the far left button. Occasionally, specific games may require you to use the mouse more like a joystick. In these games, simple motions of the mouse in the direction you wish the on-screen figure to go will do the trick.

Keyboard

When using the keyboard, you will have several options. The cursor keys are always active and map the motions of a joystick.



If you have a separate cursor cluster, you may need to press two keys simultaneously to cause diagonal movement.



In both cases, the space bar will act as the fire button.

Joystick

The joystick does exactly what you would expect. Moving it in any of the eight directions causes corresponding movement on the screen. Whenever the fire button is called for, use button #1. Button #2 is never used in Willow.

Specific Game Controls

Each game in Willow has its own way of using the input devices. The following details each game's control system.

The Scroll

While in the scroll, you can scroll forward or backward, stop the motion, and select highlighted words to enter specific games.

To Scroll Forward and Back:

With a Mouse or Joystick—

Move the wand to the bottom of the screen to move forward and to the top to move backward. The closer to the bottom or top you move the cursor, the faster the scroll will move.

With the Keyboard—

Use the arrow keys to move the wand to the bottom or top of the screen.

To Select a Word:

Point the tip of the wand to the word you want to select and press the left mouse button, joystick button #1, or the space bar.

The Dungeons

In the Dungeons game, you have the option of moving left, right, straight ahead, or back one move.

With a Mouse—

Move the cursor to the exit you want to use and press the left mouse button. To back up one move, point at the bottom of the screen and press the left mouse button.

With a Joystick—

Move the joystick in the direction you wish to go – left, right, forward, or back – and press button #1.

With the Keyboard—

Press the cursor keys to move left, right, forward, or back. You can use either of the keyboard clusters described previously.

Woods

In the Woods game, you must escape the Nockmaar troops and Death Dogs on your way to the Daikini Crossroads. Throw acorns to stop the opponents; pick up acorns by running over them.

With a Mouse—

Move the mouse in the direction you want to run. Press the left mouse button to throw an acorn in the direction you are facing.

With a Joystick–

Move the joystick in the direction you wish to go – left, right, up, down, and the diagonals. Press button #1 to throw an acorn in the direction you are facing.

With the Keyboard–

Press the cursor keys to move left, right, up, down, or diagonally. Press the space bar to throw acorns in the direction you are facing. You can use either of the keyboard clusters described previously.

Daikini Crossroads

Choose the left- or right-hand cage to free Madmartigan.

With a Mouse–

Move the mouse left or right to face the cage of your choice. Press the left mouse button to open the door.

With a Joystick–

Move the joystick left or right to face the cage of your choice. Press button #1 to open the door.

With the Keyboard–

Press the cursor keys to face left or right. Press the space bar to open the door.

Spellcasting

Choose the three symbols to change Fin Raziel.

With a Mouse or Joystick–

Move the wand to the symbol you wish to select. Press the left mouse button or button #1 on the joystick to choose the symbol.

With the Keyboard–

Use the arrow keys (or the cursor keys) to move the wand to the symbol you wish to choose. Press the space bar to make the selection.

Ice Caves

In the ice caves you need to quickly choose left or right turns to find your way through the mountain.

With a Mouse or Joystick–

Move left or right to turn.

With the Keyboard–

Press the cursor keys to turn left or right.

Battle

You play the part of Madmartigan as he battles the fearsome General Kael. Jump and duck to avoid the arrows, spears, axes, and flaming barrels as you approach the General. Use the combat movements described in the manual to defeat the General and exit up the stairs to the right.

With a Mouse, Joystick, or the Keyboard—

 Move Left	 Jump	 Move Right
 Move Left	Stand	Move Right 
 Move Left	Duck 	Move Right 

Without button pressed

 Slash High	 Jump	 Slash High
 Thrust Middle	Stand	Thrust Middle 
 Slash Low	Duck 	Slash Low 

With button pressed

Note: Attack direction depends on the direction the character is facing.

Special Keys

F1—Allows the game sequence just played to be replayed without first returning to the scroll. Works only in the Practice mode.

ESC—Exits a game and returns to the scroll. Works in both Practice and Quest modes.

P—Pauses the action. Press this key again to continue. Works in both Practice and Quest modes.

Space Bar or Button—Whenever the game pauses, pressing the mouse button, joystick button, or the space bar will continue the game.

Game Reset

Clicking on the Mindscape logo in the scroll will cause a dialog box to appear asking if you want to reset the game. Answering YES will cause all maps to be randomized, all spells to be scrambled and the cages in the Daikini Crossroads to be varied. You will then return to the scroll, ready to begin your new adventure. If you choose NO, you will return to the scroll without making changes.